

# ***SCRABBLE™ Complete PC Manual***

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## First Things First

### The ReadMe file

The *SCRABBLE Complete* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

To view this file, double-click on it in the *SCRABBLE Complete* directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\Scrabble Complete). You can also view the ReadMe file by first clicking on the Start button on your Win98/Me/XP taskbar, then on Programs, then on Infogrames Interactive, then on *SCRABBLE Complete*, and then on the ReadMe file.

## System Requirements

Operating System:	Windows® 98/Me/XP
Processor:	Pentium® II 333 MHz
Memory:	32 MB (64 MB for XP)
Hard Disk Space:	100 MB Free
CD-ROM Drive:	4X Speed
Video:	8 MB Windows® 98/Me/XP-compatible video card*
Sound:	Windows® 98/Me/XP-compatible sound card*
DirectX®:	DirectX® version 8.1 (included) or higher
Multiplayer:	Ethernet card and LAN with TCP/IP protocols for LAN Play Internet access for GameSpy play
Modem:	28.8K baud or higher (for online play)

\* Indicates device should be compatible with DirectX® version 8.1 or higher.

## Setup and Installation

1. Start Windows® 98/Me/XP.
2. Insert the *SCRABBLE Complete* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. Click on the Install button. If AutoPlay is not enabled, double-click on the “My Computer” icon on your Windows® desktop. Next, double-click on your CD-ROM icon. If the install screen still does not appear at this point, locate the “setup.exe” file on the

*SCRABBLE Complete* CD-ROM and double-click on it to install the game.

4. Follow the remainder of the on-screen instructions to finish installing *SCRABBLE Complete*.
5. Once installation is complete, click on the Start button at the bottom of the screen, and then choose Programs>Infogrames Interactive>Scrabble Complete>Play Scrabble Complete to start the game.

**Note:** You must have the *SCRABBLE Complete* CD-ROM in the CD-ROM drive to play.

### Installation of DirectX®

The *SCRABBLE Complete* CD-ROM requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click “Yes” when asked if you would like to install it.

## GameSpy Arcade

GameSpy Arcade is a free online player-matching service. Use it to set up Multiplayer games over the Internet with your friends and anybody else who is searching for an opponent.

GameSpy Arcade is an independent gaming service run by GameSpy. Infogrames Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of GameSpy Arcade and any content on or available through GameSpy Arcade.

Children under the age of 13 should check with their parents or guardian before registering.

## GameSpy Arcade System Requirements

**GameSpy Arcade:** Version 1.1 (included) or higher  
**Internet Connection:** 14.4 Kbs/second or higher  
**Internet Service Provider (ISP)**

**Note:** All firewall protection needs to be disabled for this Internet feature to function properly.

## GameSpy Arcade Installation

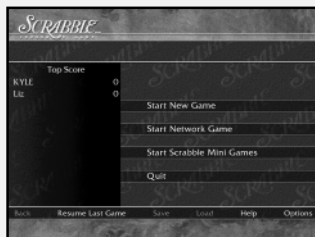
The *SCRABBLE Complete* CD-ROM game is playable over the Internet using GameSpy Arcade's player-matching feature. To install GameSpy arcade:

1. Close all running programs.
2. Insert the *SCRABBLE Complete* disc into the CD-ROM drive.
3. When the AutoPlay screen appears, click **Play**.
4. Follow the on-screen instructions.
5. After the game is installed, you will be prompted to install GameSpy Arcade.
6. Follow the on-screen installation instructions.
7. GameSpy Arcade will automatically launch after it is installed.
8. When GameSpy Arcade is launched, it will locate the *SCRABBLE Complete* game on your system.
9. Register your information and login into GameSpy Arcade.
10. Find *SCRABBLE Complete* under **My Games**. If you don't see it, scan for games in the file menu.

## Welcome to the *SCRABBLE Complete* Game!

Increase your winning word power with the best *SCRABBLE* computer game ever! In addition to the traditional *SCRABBLE* game, play any one of over a dozen mini games for a quick, fun dose of *SCRABBLE* gameplay. Challenge yourself to beat the clock in the *SCRABBLE* Blitz game. Or try Anagrams, 2- and 3-Letter Word Games, and Word Placement, where competitors have to drop a word into an existing game. It's enough to keep casual players engaged for hours and turn serious players into *SCRABBLE* masters!

## Main Menu



When you first launch the game, the Main Menu will appear. From here, click on one of the following items:

**Start New Game** – Start a new game. This will take you to the **Login Screen** described on page 5.

**Start Network Game** – Start a Network Game. This will take you to the **Login Screen** described on this page.

**Start *SCRABBLE* Mini Games** – Play one of the *SCRABBLE* mini games. This will take you to the **Login Screen** described on this page. After you have entered your login name, the ***SCRABBLE* Mini Games Menu** (described on page 16) will appear.

**Quit** – Exit the game and return to your Windows® desktop.

**As you move through the program, the following additional Main Menu items will become available:**

**Back** – Return to the previous screen.

**Resume Last Game** – Continue playing the last in-progress game.

**Save** – Save the game currently in progress.

**Load** – Load a previously saved game.

**Help** – Read the in-game Help text.

**Options** – Go to the **Options Menu** described on page 19.

## Login Screen



Before you can play a game of *SCRABBLE Complete*, each player must first sign in by doing one of the following:

- Enter your name in the space provided and then click on **OKAY** to place your name on a Player Card, *or*
- First click on **ADD NEW PLAYER** to add another player to the game. Then enter that player's name in the space provided. Finally, click on **OKAY** to place that new player's name on a Player Card, *or*
- Click on one of the existing Player Cards to select a previously logged-in player. **Note:** To view all of the available Player Cards, click on the **MORE** arrows.

From the **Login Screen**, you can access several other available options by clicking on any of the following:

**Delete Player** – This will allow you to delete an existing Player Card. To do so, first click on the Player Card to highlight it. Then click on **DELETE PLAYER** to delete that card.

**Okay** – Depending on the type of game you are playing, this will take you to one of three places:

- If playing a **New Game**, you will be taken to the **Player Setup Screen** described below.
- If playing a **Network Game**, you will be taken to the **Multiplayer Setup Menu** described on page 7.
- If playing a **SCRABBLE Mini Game**, you will be taken to the **SCRABBLE Mini Games Menu** described on page 16.

**Back** – This will take you back to the **Main Menu**.

**Player Options** – This will take you to the **Player Options Menu** described on page 18.

## Player Setup Screen



From the **Player Setup Screen**, you can add or remove players (both human and computer), access the Game Preferences Menu, go back to the Login Screen, or start a game of **SCRABBLE Complete** with the players currently logged in. Clicking on **PLAY** will take you to the **Gameplay Screen** described on page 13.

## The Different Ways to Play

### Solitaire Play

To play alone, do not add any additional players (human or computer) at the **Player Setup Screen**. Simply click **PLAY**. This will take you to the **Gameplay Screen** described on page 13.

### Hot Seat Play

Hot Seat Play is when all players play on the same computer. You can play a Hot Seat game with any combination of human and computer players. To start a Hot Seat game, follow the steps outlined below:

#### If Playing Against Other Humans:

- All players must log in as previously described on page 5.
- Click **PLAY** to begin the game. This will take you to the **Gameplay Screen** described on page 13.
- Players then alternate turns.

#### If Playing Against Maven (The Computer):

- All human players must log in as previously described on page 5.
- To log in Maven, click on **ADD COMPUTER PLAYER** from the **Player Setup Screen**.
- Select Maven's skill level. **Note:** If you select **Custom**, click on the up and down arrows to scroll through all the skill levels. The Custom skill levels range from 900 (easiest) to 2100 (most challenging).

- Once you've selected a skill level, click on **OKAY**.
- Repeat the above steps for each computer player you wish to add.
- After you have logged in all players (including Maven), click on **PLAY** to start the game. This will take you to the **Gameplay Screen** described on page 13.

### Network or Internet Play

The **SCRABBLE Complete** CD-ROM game can also be played modem to modem, over a network or via the Internet using GameSpy Arcade. To play one of these multiplayer games, you must first follow the steps detailed below under **Multiplayer Setup Menu**.

## Multiplayer Setup Menu

Network or Internet games are played using a specific type of protocol to connect players. To play a Network or Internet game, follow the steps outlined below.

**Log In** – All players log in as previously described on page 5.

**Host/Join** – Choose whether you will host a game or join a hosted game.

**Connection Type** – If you are the host player, choose the protocol you will be using (IPX, TCP/IP and Internet, or Modem to Modem) and click on **OKAY** to continue. The protocol's corresponding setup screen will appear.

### IPX Setup

Use this protocol if all players are playing over an IPX local area network (LAN).

### Host Player

- Name your session by typing in the Session Name Box and clicking on **START**.
- You can add a computer player by clicking on **ADD COMPUTER PLAYER**.
- Clicking on **BACK** will take you back to the **Multiplayer Setup Menu**.
- You can chat in the Session Lobby by clicking in the lower chat input box. You will see a flashing cursor.
- Type your message and press the Enter key to display the message.
- Click on the arrow buttons to scroll up to see previous chat messages.
- If you would like to remove a player, click on **REMOVE PLAYER** and then click on the player you want to remove.
- When all players have joined your session, click on **PLAY** to start the game.

### Chat

Infogrames Interactive does not monitor, control, endorse or accept responsibility for the content of text chat messages transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

Kids, check with your parent or guardian before using the chat function or if you are concerned about any chat you receive.

## Joining Players

- Click on JOIN MULTIPLAYER GAME to highlight it.
- Click on IPX to highlight it.
- Click on OKAY. You will now see a list of available games.
- Click on the session you wish to join.
- Click on CONNECT to join the session.

## TCP/IP and Internet Setup

Use this protocol if all players are playing over a TCP/IP local network or the Internet.

## Host Player

- Your IP address will be displayed. **Important!** Internet players who wish to join your game will need to know your IP address.
- Name your session by typing in the Session Name Box and clicking on START.
- You can add a computer player by clicking on ADD COMPUTER PLAYER.
- Clicking on BACK will take you back to the **Multiplayer Setup Menu**.
- You can chat in the Session Lobby by clicking in the lower chat input box. You will see a flashing cursor.
- Type your message and press the Enter key to display the message.
- Click on the arrow buttons to scroll up to see previous chat messages.
- If you would like to remove a player, click on REMOVE PLAYER and then click on the player you want to remove.

- When all players have joined your session, click on PLAY to start the game.

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## Joining Players

- Click on JOIN MULTIPLAYER GAME to highlight it.
- Click on TCP/IP AND INTERNET to highlight it.
- Click on OKAY.
- Depending on how you are playing, you can now do one of two things:

### 1. Play over a Local Area Network (LAN):

- Click on LOCAL to see games that are on the Local network. All sessions that are local will be listed.
- Use the arrow buttons to scroll up or down to view all available games.
- Highlight the game you wish to join by clicking on it.
- Click on CONNECT to join the game.

- You can chat in the Session Lobby by clicking in the lower chat input box. You will see a flashing cursor.
- Type your message and press the Enter key to display the message.
- Click on the arrow buttons to scroll up to see previous chat messages.
- The hosting player will start the game.

### 2. Play over the Internet:

- Click on INTERNET to join games via the Internet.
- Type the host's IP address in the "Host IP Address" box and press the Enter key.
- You will see the game listed at the host's IP address.
- Highlight the Session name by clicking on it.
- Click on CONNECT to join the game.
- You can chat in the Session Lobby by clicking in the lower chat input box. You will see a flashing cursor.
- Type your message and press the Enter key to display the message.
- Click on the arrow buttons to scroll up to see previous chat messages.
- The hosting player will start the game.

## Modem Setup

Use this protocol if you are connecting directly to another player's computer via a telephone line.

## Host Player

- Select which modem your computer will be using.

- Click on CONTINUE to start a session. The modem will be waiting to answer the incoming call.
- You can chat in the Session Lobby by clicking in the lower chat input box. You will see a flashing cursor.
- Type your message and press the Enter key to display the message.
- Click on the arrow buttons to scroll up to see previous chat messages.

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Kids, check with your parent or guardian before using the chat function or if you are concerned about any chat you receive.

## Joining Players

- Select which modem your computer will be using.
- Type in the phone number for the game you wish to join and click on CONNECT.
- Once the connection has been made, you can chat in the Session Lobby by clicking in the lower chat input box. You will see a flashing cursor.
- Type your message and press the Enter key to display the message.

- Click on the arrow buttons to scroll up to see previous chat messages.
- The hosting player will start the game.

## How to Play **SCRABBLE Complete** in GameSpy Arcade

You can play *SCRABBLE Complete* online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your *SCRABBLE Complete* CD and install Arcade now. Then, to play *SCRABBLE Complete* online, just follow these simple instructions:

**Launch GameSpy Arcade and Go to the *SCRABBLE Complete* Room:** Click on the GameSpy Arcade link in your Start menu. When the software starts, you'll see a list of games and more along the left-hand side. Click on the *SCRABBLE Complete* button on the left to enter the *SCRABBLE Complete* room.

**Find or Start a *SCRABBLE Complete* Server:** Once you're in the *SCRABBLE Complete* room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured "ping" — the lower your ping, the better). Don't like any servers? Click on the "Create Room" button to start your own server and wait for people to sign up. (A clever server name usually attracts people.) Otherwise, double-click on a server of your choice to join in.

### Joining and Starting a Game

Once you double-click on a server or start your own, you'll be in a staging room, in which you can talk with your fellow players. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade will fire up *SCRABBLE Complete* and the game will begin!

### Problems?

If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with *SCRABBLE Complete*, consult our help pages, located at <http://www.gamespyarcade.com/help> or e-mail us by using the form located at <http://www.gamespyarcade.com/support/contact.shtml>.

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## **SCRABBLE Rules — A Summary**

### Object

Be the player with the highest final score.

### The Basic Rules of the **SCRABBLE** Game

Players form interlocking words, crossword fashion, on the board using letter tiles of varying values. Each player competes for high score by taking

advantage of the letter values, as well as the values of the "premium" squares on the board.

- Player 1 always goes first.
- Each player starts with seven letter tiles in his or her letter rack. Player 1 combines two or more letter tiles to form a word and places it on the board to read either across or down. One of the letters must be placed on the center <star> square.
- On subsequent turns, each player adds one or more letters to those already played to form new words. All letters played in a turn must be placed in one row — either across or down — to form one complete word. All words must have at least two letters. If the letters played touch other letters in adjacent rows, they must form complete words, crosswise fashion, with these letters. The player gets full credit for all words formed or modified on their turn.
- A player completes a turn by adding together the letter values of all new words formed on that turn. The player then draws as many new letter tiles as those played, thereby always keeping seven letter tiles in his/her letter rack.
- Either of the two blank tiles may be used as any letter. Once a player states which letter the blank tile represents, it remains that letter for the rest of the game.
- A player may use a turn to exchange some or all of the tiles in his or her tile rack, provided there are at least seven tiles left to draw. The player draws as many new letter tiles as are returned to the pool. This ends the turn.
- All words, including those of foreign origin, as well as obsolete, colloquial, or slang words are permitted. Words that are not permitted include those that are always capitalized, abbreviations, prefixes and suffixes used alone, and those requiring a hyphen or an apostrophe.
- A player may challenge his/her opponent's last word (unless playing against Maven). If the word challenged is unacceptable, the challenged player's tiles are automatically returned to his/her rack and he/she loses that turn. If the word challenged is acceptable, the challenger loses his/her next turn. **Note:** The Challenge Penalty option must be enabled in order for a player to lose his/her turn.
- The game ends when all letters have been drawn and one player uses his or her last letter; or when all possible plays have been made, or when each player scores zero points (by passing, exchanging or losing challenges) on three consecutive turns.

### Scoring

Scoring for the *SCRABBLE Complete* CD-ROM game is done automatically. Here's how scores are calculated:

- The score for each turn is the sum of the letter values in each word formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.
- **Premium letter squares:** A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.

- **Premium word squares:** The score for an entire word is doubled when one of its letters is placed on a pink square; it is tripled when one of its letters is placed on a red square. Premiums for double or triple *letter* values are included (if any) before doubling or tripling the *word* score. If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (four times the letter count).

**Note:** The center <star> square is pink, which always doubles the score for the first word.

- Letter and square **premiums** count only on the turn in which they are played.
- When a **blank tile** is played on a pink or red square, the value of the *word* is doubled or tripled, even though the blank itself has no score value.
- When **two or more words** are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word.
- Any player who plays **all seven tiles** on a turn scores a “Bingo” for a premium of 50 points *after* totaling his or her score for the turn.
- When the game ends, each player’s score is *reduced* by the sum of his or her **unplayed letters**. If a player has used all of his or her letters, the sum of the other players’ unplayed letters is *added* to that player’s score.

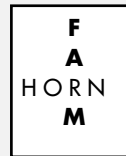
## How to Win

The player with the highest final score wins the game. In case of a tie, the player with the highest score *before* adding or deducting unplayed letters wins.

Turn 1; Score 14



Turn 2; Score 9



Turn 3; Score 25



Turn 4; Score 16



## Examples of Word Formation and Scoring

In this example, the scores are the correct scores if the R is placed on the center <star> square. In turn 1, count HORN. In turn 2, count FARM. In turn 3, count FARMS and PASTE. In turn 4, count MOB, NOT and BE.

## The Gameplay Screen



The **Gameplay Screen** features several on-screen buttons. **Note:** The actual buttons that appear and are active depends on the selections you made on the **Options Menu** described on page 19. The on-screen buttons are described through page 15:

**PLAY** – Play your turn.

**TAKE BACK** – Remove tiles you have just placed from the board and return them to your rack.

**SHUFFLE** – Shuffle the tiles on your rack.

**PASS** – Pass your turn to the next player without playing a word. **Note:** If all players pass in three consecutive turns, the game ends.

**GAME MENU** – Open the **Game Menu** window. From here you can select from the following:

**Main Menu** – Return to the **Main Menu**.

**Start New Game** – Start another game with the same players and configuration.

**Save Game** – Save your current game.

**Load Game** – Load a previously saved game.

**Options** – Bring up the **Options Menu**.

**Quit** – Exit the program and return to the Windows® desktop.

**Cancel** – Return to the **Gameplay Screen**.

**DEFINE LAST** – Define the last played word. From the Define Last window, complete the following steps:

- Click on the arrow to open a drop-down menu featuring all words previously played.
- Check the “Show Every Turn” box to bring up the Define Last window after every word is played on the board.
- Click DONE to close the box.

**EXCHANGE** – Click here if you would like to exchange the tiles in your rack. Then click on each tile you wish to exchange. The unwanted tile(s) will automatically be removed. Click DONE when you are finished selecting your unwanted tile(s). (If you change your mind, click CANCEL instead of DONE.) The Tile Tray will then appear. Select your new tiles by clicking on the ones you want, or clicking on AUTO PICK to have the program select your new tiles for you.

**PAUSE** – Pause the game.

**HINT** – Need help? Get a hint from Maven as to what the best play would be with the tiles currently in your rack. Hints will be given in progression, with each additional hint giving you more and more information. When you’ve exhausted the hints, the actual answer will be revealed. To play that answer, click on the “Perform Hint” button when it appears.

**Note:** Hints are not allowed under Tournament rules.

**INFO** – Learn more about the current game. Then click on one of these submenu options:

**Game Recap** – This option will show you all of the moves that have been executed in the current game. The information includes: Turn, Player, Action or Word Played, Score of Word, and Total Score.

**Premium Tiles** – This option shows you the value of each of the premium spaces and where those spaces are located on the board. Move your mouse cursor over the premium space you wish to examine.

**Tiles Remaining** – This option displays the total number of unplayed tiles, including the tiles still in the Tile Tray and the tiles players currently have on their racks.

**Tile Information** – This option displays the point value of each letter and the number of tiles with that letter in the game.

**GUIDES** – Access these submenu options, designed to help you become a better *SCRABBLE* player:

**Suggestions** – This option shows you the 10 best possible words you can play with the tiles currently in your rack and the tile configuration currently on the board. To select a word and play it on the board, double-click on your word of choice, or click on the word and then click on PLACE. If you change your mind, click on TAKE BACK. If you wish, you can now select another word.

**Word Lister** – This option gives you several relevant word lists to help you become a better *SCRABBLE* player. **Note:** The words produced

by Word Lister may or may not be immediately playable with the current gameboard configuration. Initially, the words only reflect the tiles currently in your rack. The word lists are broken down into several different categories:

**Anagrams** – This list features all of the words you can make with the tiles currently in your rack, or with any other combination of tiles you wish to enter. You can also customize the list based on Prefixes, Suffixes or Other. Simply type in your letter combination and then click on LIST to view the possible words.

**Stem Words** – This list features words that have a stem that can be changed to another word by adding tiles. Click LIST to generate stem words based on the tiles currently in your rack, or click RACK to first modify the tiles currently in your rack and then click on LIST.

**“Q” Without “U”** – This list features all of the words in the *Official SCRABBLE Player’s Dictionary 3rd Edition* that use the letter “Q” without the letter “U.”

**Hook Words** – This category lets you find “hook words” using the tiles currently in your rack. A hook word is created by adding one character to the front or back of any other word.

**J, Q, X, Z** – This list features all words that use the letters “J,” “Q,” “X,” or “Z” when combined with the letters currently in your rack. **Important!** The entire word may not be made up of the letters on your rack. You

may also customize your rack for this list by clicking on RACK and then inputting the tiles you wish to examine. Click on LIST to see the word list.

**Vowel Dump** – This list features vowel-intensive words based on the tiles currently in your rack. You may also customize your rack for this list by clicking on RACK and then inputting the tiles you wish to examine. Click on LIST to see the word list.

**Diagram** – This list features words based on a dynamic pattern. You may also customize your rack for this list by clicking on RACK and then inputting the tiles you wish to examine. “\*” can be used to represent any string of tiles in the rack. “?” can be used to represent any one tile in the rack. Click on LIST to see the word list.

**Consonant Dump** – This list features consonant-intensive words based on the tiles currently in your rack. You may also customize your rack for this list by clicking on RACK and then inputting the tiles you wish to examine. Click on LIST to see the word list.

**RACK** – Access different ways to sort your rack:

**Alphabetical** – Sort your rack in alphabetical order.

**Ascending** – Sort your rack by tile point value from lowest to highest.

**Descending** – Sort your rack by tile point value from highest to lowest.

**Vowels First** – Sort your rack with vowels first, followed by consonants.

## On Your Turn

When it is your turn, your score box becomes highlighted. You must then decide whether to:

- Exchange tiles in your rack, or
- Pass your turn to the next player, or
- Place a word on the gameboard.

If you wish to place a word on the gameboard, complete the following steps:

1. From the letter rack, click on the letter you wish to place. This will select that letter.
2. Now click on the gameboard square where you would like to place the selected letter. This will drop the letter into position. If you change your mind and would like to return the letter to the rack, click on TAKE BACK. You can also manually return the tile back to the rack by clicking on the tile on the board, moving it to the rack, and then clicking again to drop it.

**Note:** If you are having trouble forming a word, click on HINT, GUIDES or SUGGESTIONS.

3. After you place your word, click on PLAY.

## Alternate Method of Word Placement

1. Click on a gameboard space. An arrow cursor will appear. Click to change the direction of the arrow.
2. Using the letters in your rack, type in a word.
3. After you complete your word, click on PLAY.



## Challenging A Word

The game's built-in *Official SCRABBLE Player's Dictionary* automatically verifies words that are placed on the board. No user challenges are permitted while the Auto Challenge option is enabled. If a word is deemed invalid, the player will lose his/her turn. **Note:** Human players can never challenge Maven.

## On-Screen Scoring

The word score for a player's last turn is displayed at the top of the screen. Each player's total score is always displayed in the player's score box.

## Replenishing Your Rack

Following a valid play, the Tile Tray will appear. Select tiles to replenish your rack by clicking on the ones you want, or clicking on AUTO PICK to have the program select your new tiles for you.

## SCRABBLE Mini Games



*SCRABBLE* mini games are fun exercises that are designed to help you improve your *SCRABBLE* skills. The words used in the mini games are

generated by Maven. Every *SCRABBLE* game that you play (either regular *SCRABBLE*, or one of the mini games) is "observed" by Maven. Any words that are played will be used to automatically adjust the difficulty level of a mini game.

For all mini games:

- Use HINTS, GUIDES and SUGGESTIONS if you need help.
- Click on GIVE UP to see the game's solution.
- Click on RESTART to play another game.

The **SCRABBLE Mini Games Menu** offers several different options. To improve your *SCRABBLE* gameplay, or to play one of the *SCRABBLE* mini games, click on one of the following:

### Professor Maven

*SCRABBLE Complete* tracks all of the games that logged-in players have ever played. Maven will first take a look at your individual play style and word knowledge and will then offer you suggestions on how to improve your *SCRABBLE* skills. Use the PREV and NEXT buttons to page through Professor Maven's analysis.

### Review Games

This selection shows you your last played game turn by turn. You will be given information about the best possible plays that you could have made, and an analysis of the game turn. Select a previous game session for loading. Click on the left and right arrow buttons to page through the game's played moves. Use the PREV and NEXT buttons to page through the game analysis.

## 2-Letter Words

Increase your two-letter word vocabulary. You will begin with a rack of tiles. Try to find as many two-letter words as possible. The upper left-hand score box will display how many words are possible, how many you have gotten, and how many tries you have used. To play a turn:

- Place a two-letter word along the bottom row of the *SCRABBLE* board.
- Click on PLAY to enter the word.
- If the word is valid, it will be placed in the upper left-hand corner of the screen. All subsequent valid words will be placed under the last played word.
- If your word is challenged, your tiles will be returned to your rack.

## 3-Letter Words

This is just like the 2-Letter Words game, only this time the goal is to increase your three-letter word vocabulary.

## Suffixes

A suffix will be placed on the *SCRABBLE* board. It is up to you to make a word with the tiles in your rack and the suffix that is on the board. To play a turn:

- Place tiles in front of the suffix that is already on the board.
- Click on PLAY to enter the word.

- If the word is valid, it will be placed in the upper left-hand corner of the screen. All subsequent valid words will be placed under the last played word.
- If your word is challenged, your tiles will be returned to your rack.

## Prefixes

This is just like Suffixes, only this time you're adding tiles *after* the prefixes!

## Word Placement

Find the best spot to place the given word. You will be given a board position with a pre-generated word spelled out in your rack. Find the place on the board that will give you the maximum number of points. To play a turn:

- Click on the tiles in your rack.
- Spell the word on the board and then click on PLAY.

## Best Play

Find the best possible play with a random rack of tiles and an existing board setup. To play a turn:

- Click on the tiles in your rack.
- Spell the word on the board and click on PLAY.

## Anagrams

Increase your anagramming skills. You will be given a rack of tiles. Try to find as many words as possible. The upper left-hand score box will display how many words are possible, how many you have gotten, and how many tries you have used.

To play a turn:

- Place a word along the bottom row of the *SCRABBLE* board.
- Click on PLAY to enter the word.
- If the word is valid, it will be placed in the upper left-hand corner of the screen. All subsequent valid words will be placed under the last played word.
- If your word was challenged, the tiles will be returned to your rack.

## Hook Words

Take an existing word and add a tile to it to make another word. You will begin with one blank tile. To play a turn:

- Pick up the blank tile from your rack.
- Place the blank tile either at the beginning of the word or at the end of the word.
- Select what letter you want that blank to be.
- Click on PLAY.

## Bingos

You will be given seven tiles that spell a bingo. Try to find where you can place it. Once you spell the bingo, you will be given new tiles. To play a turn:

- Click on the tiles in your rack.
- Spell the word on the board using all your tiles (it does not matter where you put it) and click on PLAY.

## Blitz

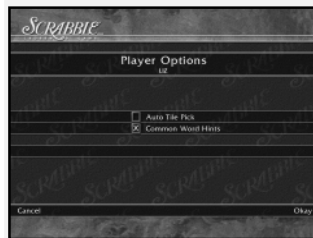
Place words on the board before the game's clock runs out! To play a game:

- Choose the total length of the game (on the Game Duration window) by using the Up and Down arrows.
- Click the DONE button.
- Choose the length of each turn (on the Turn Duration window) by using the Up and Down arrows.
- Click the PLAY button to begin.
- Using the tiles on your rack, place a word on the board using the same gameplay rules as a normal *SCRABBLE* game. Don't delay, since you only have seconds to place each word on the board!
- Once you've placed your word, click the PLAY button to have Maven verify the word and reset the turn timer for your next turn. A warning sound will play when there are only 10 seconds left on the timer.

**Note:** Any time remaining from the previous turn will be added to the timer. So the faster you place words, the better!

## Player Options

From the **Player Options Menu**, you can choose to change the following player-related options:



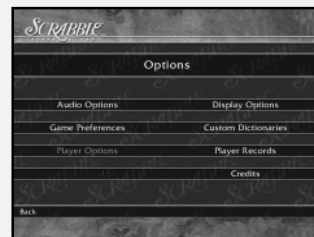
**Auto Tile Pick** – Check this box if you would like your new tiles to be automatically drawn for you once you've completed your turn.

**Common Word Hints** – Check this box if you would like the program to only use “common words” for hints during play.

**Okay** – Confirm your selected player options.

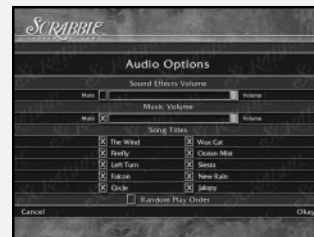
**Cancel** – Cancel your selected player options.

## Options



From the **Options Menu**, you can choose to change the following game-related options:

## Audio Options



**Sound Effects Volume** – Drag the slider left and right (by clicking and holding your mouse button) to increase or decrease the sound effects volume. Check the MUTE box to turn off the sound effects altogether.

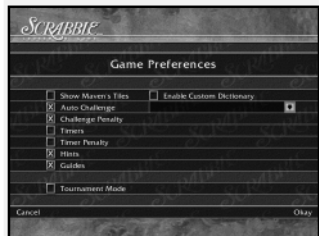
**Music Volume** – Drag the slider left and right (by clicking and holding your mouse button) to increase or decrease the music volume. Check the MUTE box to turn off the music altogether.

**Song Titles** – Check the songs you wish to hear throughout the game. Check RANDOM PLAY ORDER to have the selected songs played randomly.

**Okay** – Confirm your selected audio options.

**Cancel** – Cancel your selected audio options.

## Game Preferences



Check the box next to the game preference to select it.

**Show Maven's Tiles** – This will allow you to see Maven's tiles during Maven's turn.

**Auto Challenge** – Maven will automatically challenge human players.

**Challenge Penalty** – All players successfully challenged will lose their turn. Conversely, if the challenged word is deemed a legal word, than the challenging player will lose his/her turn.

**Timers** – Each player has his/her own timer which counts up. Each player's timer runs during his/her own turn.

**Timer Penalty** – The player is given twenty-five minutes to complete a game. The player is penalized ten points for every minute over the twenty-five minutes.

**Hints** – This will allow players to receive word hints during play.

**Guides** – This will turn ON all of the Guides in the game.

**Tournament Mode** – This mode will turn OFF the Show Maven's Tiles, Auto Challenge, Custom Dictionary, Hints and Guides options, and will turn ON Challenge Penalty, Timers and Timer Penalty. Your Tournament scores and statistics will be kept separate from Non-Tournament play in the Player Records area.

**Enable Custom Dictionary** – Enable a custom dictionary. Select a custom dictionary from the drop-down menu. **Note:** Custom dictionaries are not available in network games.

**How to Create a Custom Dictionary** – Custom Dictionaries can be created and edited using the Custom Dictionary Editor located on the **Options Menu**. Just follow these steps:

- Enter or select the name of the Custom Dictionary.
- All custom dictionaries are text files.
- Any text file can be copied into the Custom Dictionaries directory by clicking on C:\Program Files\Infogrames Interactive\Scrabble Complete\Custom Dictionaries.

• The game will automatically scan all text files, deleting any word that is already in the main *SCRABBLE* dictionary, as well as any duplicate words, numbers and punctuation.

• Original files are saved as "bak" files.

• Type a word into the word entry area and click on ADD WORD.

• Remove words by selecting the word and clicking on REMOVE WORD.

• Custom Dictionaries are automatically saved.

**Okay** – Confirm your selected game preferences.

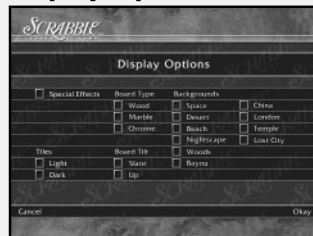
**Cancel** – Cancel your selected game preferences.

## Player Records



View both Tournament and Non-Tournament records for all players who have previously logged in and have not since been deleted. Click on OKAY when done viewing.

## Display Options



Check the box next to the option to select it:

**Special Effects** – Turn game animations ON or OFF.

**Tiles** – Select the type of tile you prefer.

**Board Type** – Select the type of gameboard you prefer.

**Board Tilt** – Choose to view the gameboard either slanted or straight on.

**Backgrounds** – Choose the type of background you prefer.

**Okay** – Confirm your selected display options.

**Cancel** – Cancel your selected display options.

## Player Options

Go to the **Player Options Menu**. **Note:** This menu option is only available from within a game and via the **Options Menu**.

## Credits

View the in-game credits.

## Infogrames Web Sites

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<http://www.ina-support.com>

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- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

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In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.  
Attn: TS/CS Dept.  
13110 NE 177th Place  
Suite # B101, Box 180  
Woodinville, WA 98072-9965  
RMA#:

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We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

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- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

#### **Repetitive Strain Statement**

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Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

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Matt Sughrue  
*Senior Producer*

Matt Collins  
Maureen Madigan  
*Brand Managers*

Stacy Hendrickson  
*Executive Producer*

Scott Walker  
*V.P. of Product Development*

Steve Arthur  
*Director of Marketing*

Steve Martin  
*Director of Creative Services*

Elizabeth Mackney  
*Director of Editorial &  
Documentation Services*

Charles Rizzo  
*Art Director*

Randi Kravitz  
*Documentation Specialist*

Paul Collin  
*Copywriter*

### Special Thanks

Patti Roakes

### INFOGRAMES Q.A.

Michael Craighead  
*Director of Quality Assurance,  
North America*

Kurt Boutin  
*Senior Manager, Q.A.  
Certification Group*

Randy Lee  
Bill Carroll  
*Q.A. Testing Managers*

Jennifer Kaczor  
*Q.A. Certification Lead*

### DEVELOPMENT TEAM

Paul Bistoff  
*Lead Programmer*

Brian Sheppard  
*Maven Creation*

Anthony Trippi  
*Original Music*

### BOSTON ANIMATION

Alexander Chayka  
*Lead 3D Artist*

Natasha Khan  
Alexander Kompanets  
*3D Artists*

Yuri Pulkiv  
Yaroslav Loginskiy  
*Painters*

### GAMESPY

Joost Schuur  
*Developer Relations*

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